

Hugo Hsi

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EXPERIENCE

Praxis Loop

Oct 2025 – Present

Full Stack Developer (Contractor)

- Migrated mohmuseum.org from WordPress to Prismic CMS (3,500+ pages), designing editor-friendly content models that cut the client's reliance on paid development.
- Applied context engineering in Claude Code (custom subagents, skills, MCP) to improve output accuracy, reducing iterations per task and lowering inference costs.
- Unified three styling systems (MUI, Styled Components, shadcn/ui) into a Tailwind design system, reducing UI inconsistencies and speeding up feature development.
- Built a visual regression testing pipeline with Playwright and GitHub Actions to catch regressions invisible to unit and E2E tests, eliminating hours of manual QA.

Lookout

2022 – 2023

Design Production Intern

- Brought motion graphics production in-house for the first time, creating animated assets for marketing campaigns and cutting external agency costs.
- Created a library of on-brand background assets for the marketing team, reducing a time-costly step in asset production and helping enforce visual consistency across campaigns.
- Created motion design work featured at the RSAC conference booth, which received a Graphic Design USA American Inhouse Design Award.

PROJECTS

MineCentral | minecentral.net

- Built a Minecraft server hosting platform where users can spin up servers, manage subscriptions through Stripe, and monitor their instances in real time through the Pterodactyl dashboard.

Me Save Money

- Built a budgeting PWA with SvelteKit that tracks purchases, sets a weekly budget and displays remaining spending in real time. Adopts Svelte's experimental remote functions feature, leveraging the typesafe server-client RPC.

EDUCATION

Columbia University

May 2024

Full Stack Web Development Bootcamp

The New School

May 2023

BFA, Communication Design